User's Manual

Version 3.1 - January 2011

Xedio Importer

Xedio

From Xedio Suite

EVS

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You will find the full list of addresses and phone numbers of the EVS headquarters and local offices either at the end of this user manual or on the EVS website on the following page: http://www.evs.tv/contacts.

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The latest version of the user manual, if any, and other user manuals on EVS products can be found on the EVS download center, on the following webpage: http://www.evs.tv/downloadcenter.

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What's New?

The following table describes the sections updated to reflect the new and modified features on Xedio Importer from Xedio Suite 3.1 (compared to Xedio Suite 3.0).

In the user manual, the icon

has been added on left margin to highlight information on new and updated features.

Click the section number (or the description) in the table to jump directly to the corresponding section.

Section	Description
1.2, 2	Possibility to import XDCAMEX files.
2.4.3, 3.3	Audio Track Assignment: support of 16 audio channels in the imported files and possibility to define the audio track assignment according to the type of imported file.

1. Introduction

1.1 GENERAL

1.1.1 SEPARATE SOFTWARE APPLICATION OR BUILT-IN MODULE

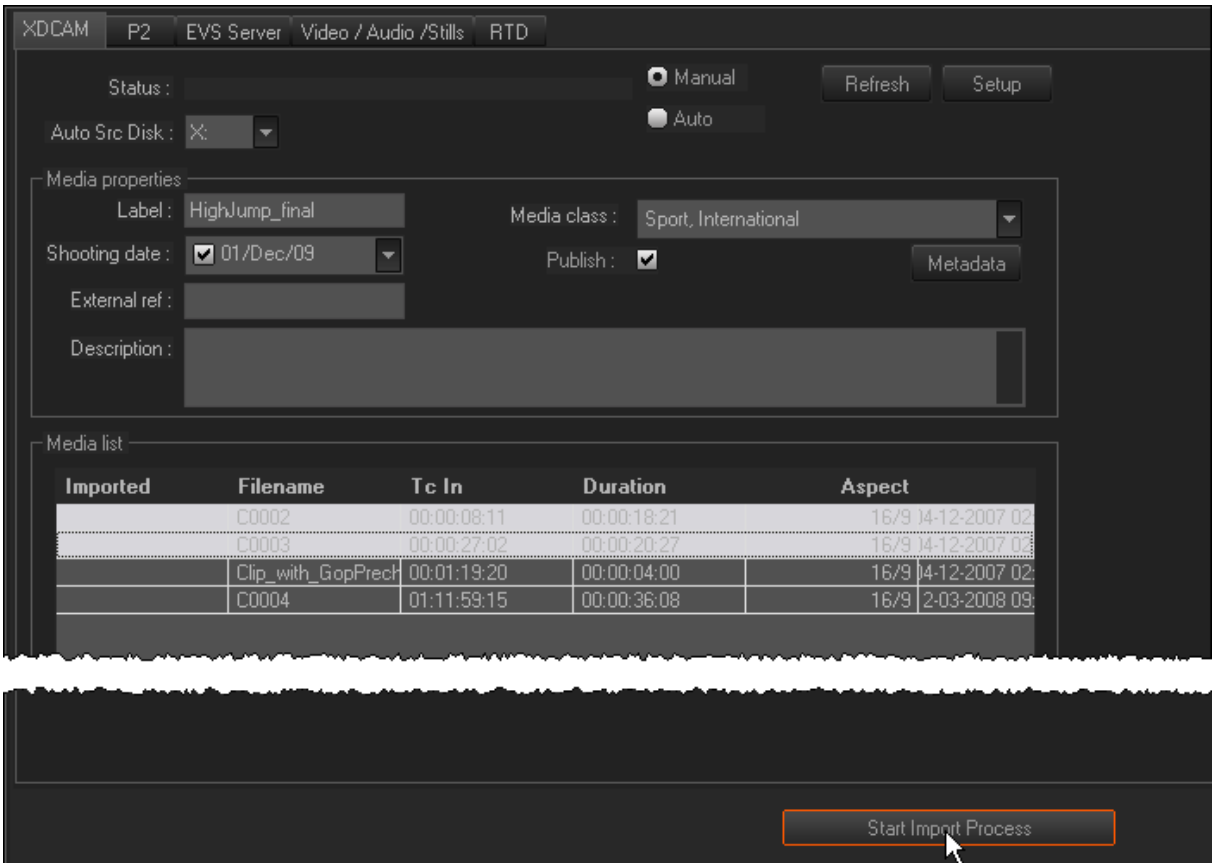
In the Xedio suite, the Xedio Importer application offers a way of acquiring media files for use within the system. The Xedio Importer is available as:

- a separate application
- as a module built in CleanEdit, and available in the Media Importer tab.
- as a module built in Xedio Manager, and available in the Media category, Media Importer tool.

The bulk of the functionality in the application or the built-in modules is identical. However, slight differences may appear, and will be highlighted in the user manual.

1.1.2 PURPOSE

Through the Media Importer, the authorized users may import media that have already been recorded and are in file format. Once the files are imported, they become available in the Media Manager tab of Xedio CleanEdit.



1.2 IMPORTABLE MEDIA

The Xedio Importer main window allows you to select media to import.

Several tabs are available depending on the type of media you want to import:

- P2, XDCAM and XDCAMEX sub-tabs

  To import media files recorded on Panasonic P2 or Sony XDCAM and XDCAMEX cameras

- Audio/Video/Stills sub-tab

  To import media files, images or audio files

- RTD sub-tab

  To import video containing transitions

- EVS Server sub-tab

  To import media files available on an EVS server on the same network as the Xedio suite. In this case, Xedio does not import the file content into the Xedio storage system, but creates a reference to the server files in the Xedio database.

Note
The mandatory field names are displayed in red in the user interface as long as you do not define a value for them.

Warning messages are also displayed at the bottom of the tab to tell the user which fields should be filled in.

1.2.1 GENERAL IMPORT PROCESS AND MANDATORY FIELDS

The import process is similar in all tabs. However, the file-related information you can provide depends on the file to import.

In each sub-tab and for all import sessions, the mandatory steps and information are the following:

1. Specify where Xedio Importer will find the source files to be imported.

2. Specify the **Label** field, that is to say the name of the media when it will be imported into Xedio CleanEdit.

3. Tick the **Published** check box to make the media available and visible to all users.

4. Click the **Start Import Process** button at the bottom of the window.

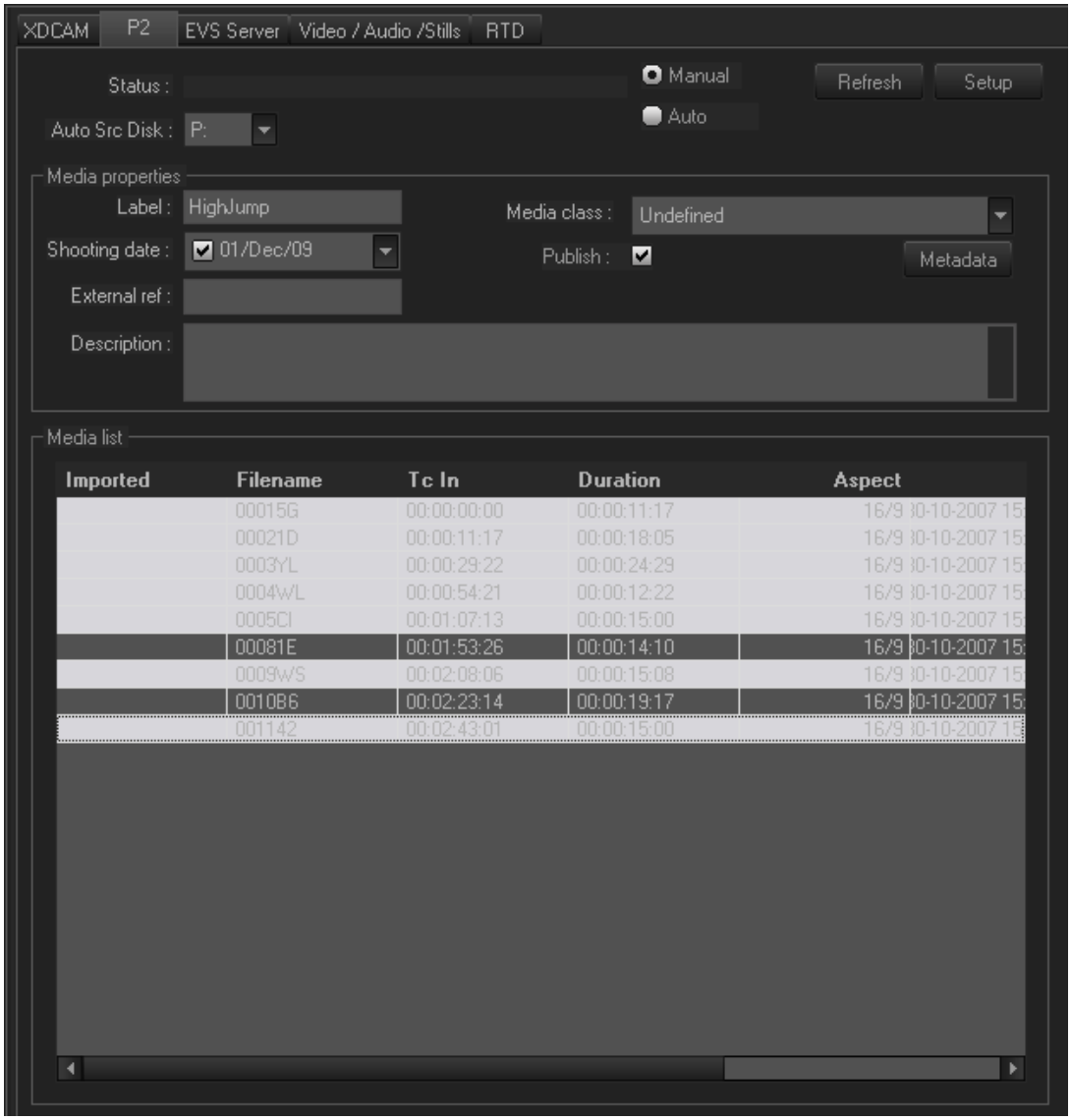
Once imported, the files will be available in CleanEdit, in the Media Manager tab, and depending on the file source, in the XT Clips tab.

New!

2. Importing XDCAM, P2 and XDCAMEX Files

2.1 INTRODUCTION

The P2, XDCAM & XDCAMEX tabs allow importing media files created with a P2, XDCAM or XDCAMEX camera. The source files can be retrieved from a camera directly connected to the CleanEdit workstation or are made available via an FTP server.



2.2 IMPORT PROCESS

To be able to import files from P2, and XDCAM cameras, you need to proceed as follows:

1. In the Setup window you can accessed by clicking the Setup button, define:
   - the source and destination locations,
   - the default values for the properties of the imported files,
   - the audio channel assignment.
2. Specify the Label field, that is to say the name of the media when it will be imported into Xedio CleanEdit.
3. If requested, change the file properties before you perform a given import.
4. Ensure that the Published check box is ticked to make the media available and visible to all users.
5. Select the files you want to import from the Media List:
   - Press CTRL + click on the files for a selection of multiple non-contiguous files.
   - Press SHIFT + click on the first and last file for a selection of multiple contiguous files.
6. Click the Start Import Process button at the bottom of window.

At the end of the import process, a message specifies how many files have been successfully imported. Once imported, the files are available in CleanEdit, in the Media Manager tab.

2.3 FIELDS IN THE XDCAM, P2 AND XDCAMEX TABS

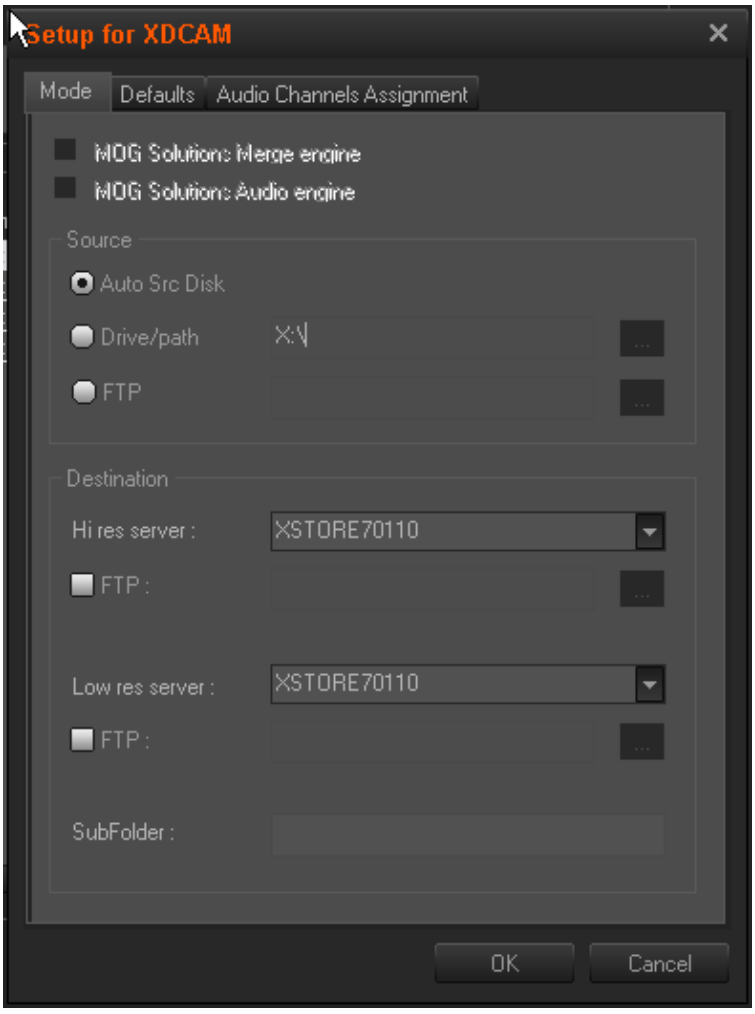
Field	Description
General	
Status	Status of the last performed action (setup or import status)
Auto Src Disk	List of disks detected when the source files are searched on disks using the Auto Src Disk process (selected in the Setup).
Manual/Auto	Specifies whether the import process is manual or automatic. When the import is automatic, all the identified files are automatically imported.

Field	Description
	When the import is manual, you need to select the files to import in the Media List and press the Start Import Process button. If you do not select anything, all the files will be imported.
Refresh	Button to force the data to be refreshed when the setup parameters have been changed.
Setup	Button to access the setup parameters.
Media Properties	
Label (mandatory)	Name assigned to the files when they are imported to the Xedio database.
Shooting date (mandatory)	Date when the media was recorded by the camera. Default: current date
Media Class (mandatory)	Class categorizing the media as defined in Class Manager in Xedio Manager. Default: Undefined
Publish	Check box that allows you to see the imported media in the client workstations database lists. You need to check it if you want to use the media in CleanEdit.
External Ref.	External reference of the source support, for example a barcode identifying a tape of a VTR.
Description	Optional text to describe the media.
Media List	
List automatically filled in with the detected source files that can be imported from the source location. Select the media to import from the list and press the Start Import Process button to import the files to the specified destination.	

2.4 SETUP WINDOW

You open the **Setup** window by clicking the **Setup** button on the top right corner of the XDCAM or P2 tab.

2.4.1 MODE TAB



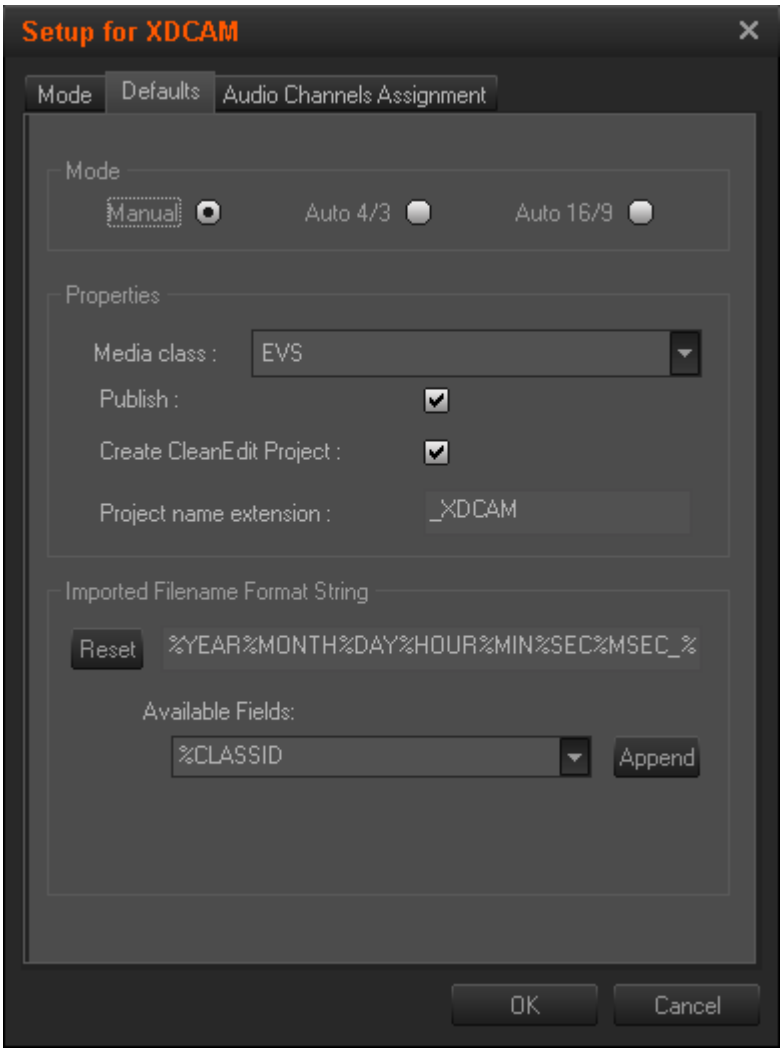
The information in this tab makes it possible to specify where and how the source file will be identified, and where the files will be imported to.

Field	Description
General	
MOG Solution: Merge engine	Third-party engine that concatenates all source clips selected for import into a single media.
MOG Solution: Audio engine	Third-party solution that replaces the audio from the lo-res media by the audio from the hi-res media to improve the lo-res audio quality.

Field	Description
Source	Select the option to be used to detect the source files:
Auto Src Disk	Option to automatically scan the camera disks for new files to be imported.
Drive/path	Drive or path to access a camera or device connected to the Xedio workstation via a USB or FireWire connection (depending on the device).
FTP	FTP server used with some cameras or devices that are connected to the Xedio workstation via a GigE connection. The IP address, the login and password to connect to the FTP server need to be specified.
Destination	
Hi-res server	Media server that will be used to store the imported files. The list is retrieved from the media servers where a hi-res folder is defined in Xedio Manager (Media > Servers tool).
FTP	FTP server where the imported hi-res files will be stored. The IP address, the login and password to connect to the FTP server need to be specified.
Lo-res server	Media server that will be used to store the imported files. The list is retrieved from the media servers where a lo-res folder is defined in Xedio Manager (Media > Servers tool).
FTP	FTP server where the imported lo-res files will be stored. The IP address, the login and password to connect to the FTP server need to be specified.
Subfolder	Subfolder where the files will be stored on the FTP server. The subfolder needs to be created beforehand.

2.4.2 DEFAULTS TAB

The Defaults tab makes it possible to identify default values, which can then be modified in the main tab.



Field	Description
Mode	Radio button to select how the aspect ratio of the imported files will be chosen. Possible values: • Manual: aspect ratio defined manually for each file during the import process • Auto 4/3: aspect radio forced to 4/3 for all imported media • Auto 16/9: aspect radio forced to 16/9 for all imported media

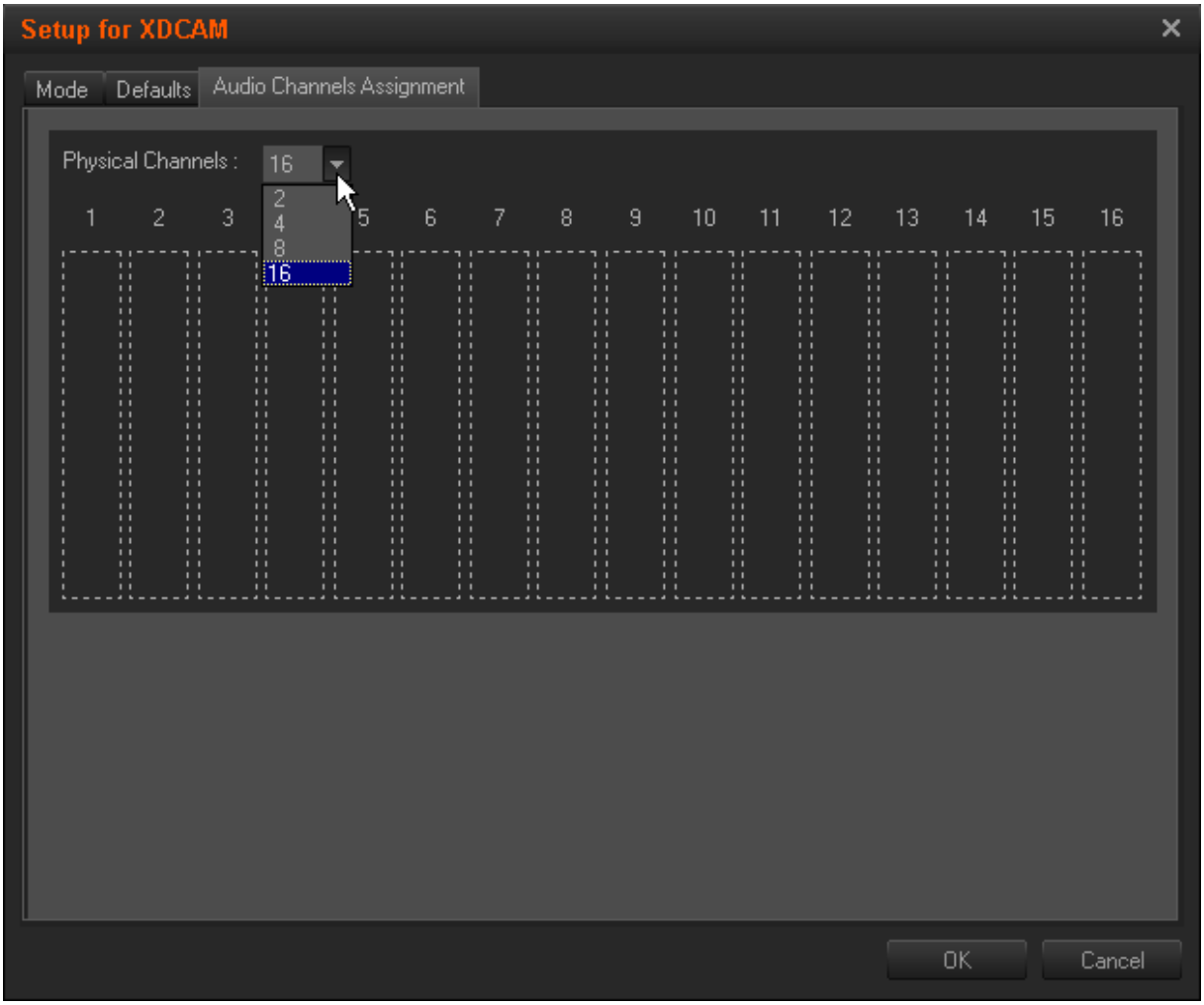
Field	Description
Properties	Specifies the default values for some fields of the main XDCAM or P2 tab.
Media Class	Default media class selected in the XDCAM or P2 tab.
Publish	Default value for the Published check box in the XDCAM or P2 tab.
Create CleanEdit Project	When the check box is ticked, a CleanEdit project will automatically be created each time an import process is started. In case of automatic import, the CleanEdit project is created for all the media imported automatically.
Project Name Extension	Extension that will be used to name the project when it is automatically created. The project name will be the concatenation of the label and the project extension.
Imported Filename Format String	String used as a template to assign a name to the imported media files. It is based on metadata fields selected from the **Available Fields** drop-down list and appended to the string using the **Append** button.
Available Fields	Fields that can be used in the name of the imported media files.
Append	Button used to append the selected available field in the filename string.
Reset	Button used to reset the import filename format string to the default template.

2.4.3 AUDIO CHANNEL ASSIGNMENT TAB

The Audio Channel Assignment tab makes it possible to specify how the audio stereo channels of the source file will be assigned in the CleanEdit audio configuration.

Note

Once the audio track assignment has been defined in Xedio Importer or AutoFile Importer, these values will always be used on the workstation instead of the default ones defined in Xedio Manager.



HOW TO DEFINE AUDIO CHANNEL ASSIGNMENT

It is possible to define the audio channel assignment to be taken into account for the selected type of media file, XDCAM in this example.

You will be able to define one of the following configurations:

- up to 8 stereo pairs
- up to 5 stereo pairs and one 5.1 group

- up to 2 stereo pairs and two 5.1 groups.

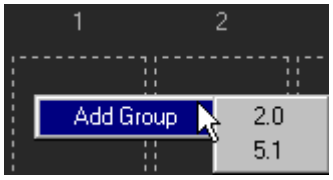
To do so, proceed as follows.

1. From the **Physical Channels** field, select the number of audio channels: 2, 4, 8 or 16.

   As many blocks as audio channels selected are displayed in the window.

2. Right-click an audio channel field.

   The following contextual menu appears:



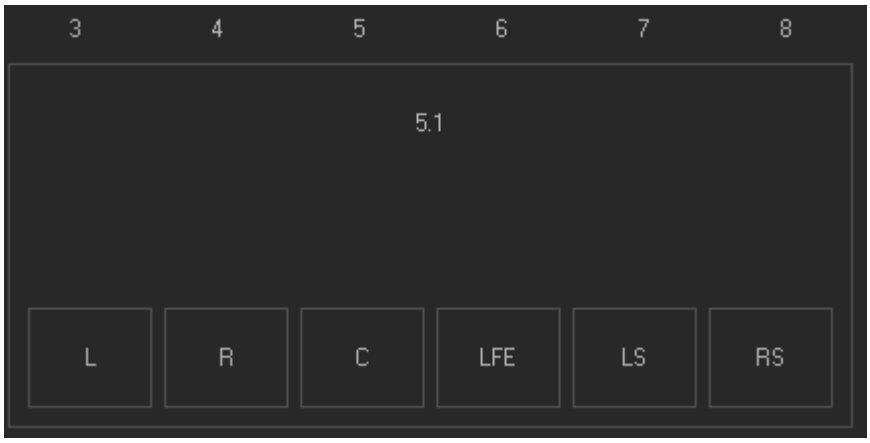
3. Select one of the options:

   - 2.0

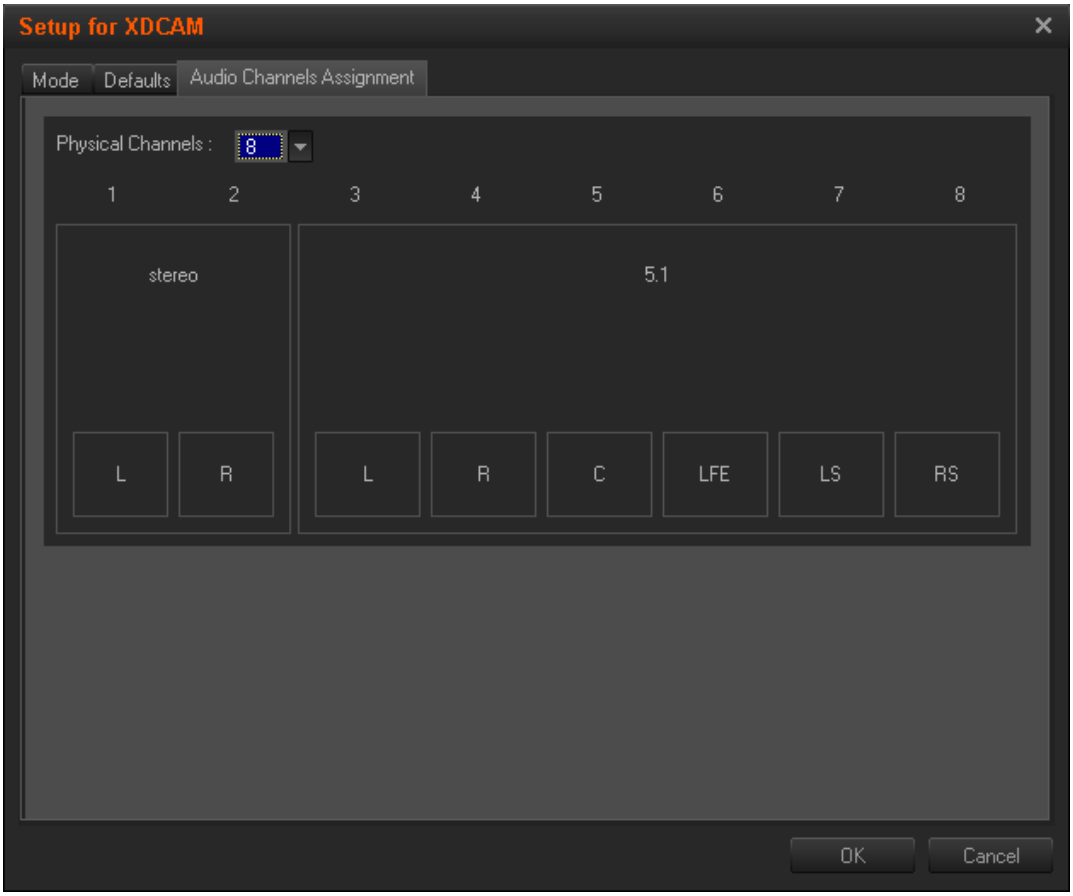
     Two audio channels are used

   - 5.1

     Six audio channels are used



4. Repeat steps 2 and 3 for the remaining channels.



How to Remove a Track Assignment

To cancel the assignment of a track, proceed as follows:

1. Right-click the audio track block.
   A contextual menu is displayed.
2. Select **Remove Group**.
   The 2 (stereo track) or 6 (5.1 track) blocks are empty and available again.

How to Change the Order of Tracks Assignment

To move a track, proceed as follows:

1. Right-click the audio track block.
   A contextual menu is displayed.
2. Select **Move Group Down** or **Move Group Up**.
   The channels corresponding to the track are moved.

3. Importing Video / Audio / Stills Files

3.1 INTRODUCTION

To import new video in an architecture working with high resolution and low resolution files, the two corresponding files must be imported at the same time from the Video/Audio/Stills tab.

The high resolution file will be used for high resolution workstations and the low resolution files will be used on the lo-resolution workstations.

The import process will reference this new media in the database based on common timecode range in both files.

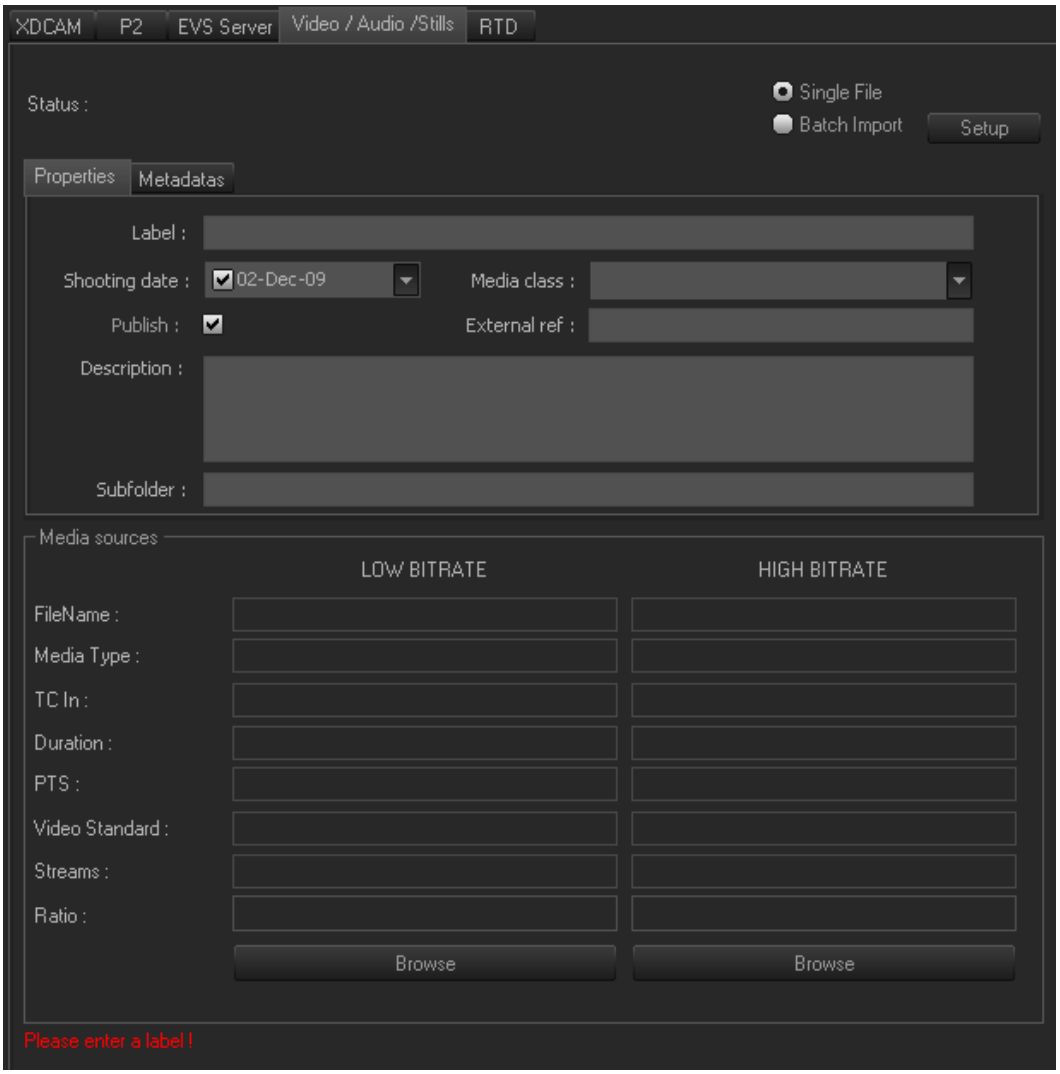
3.2 SINGLE FILE OR BATCH IMPORT

There are two ways to import media inside the system:

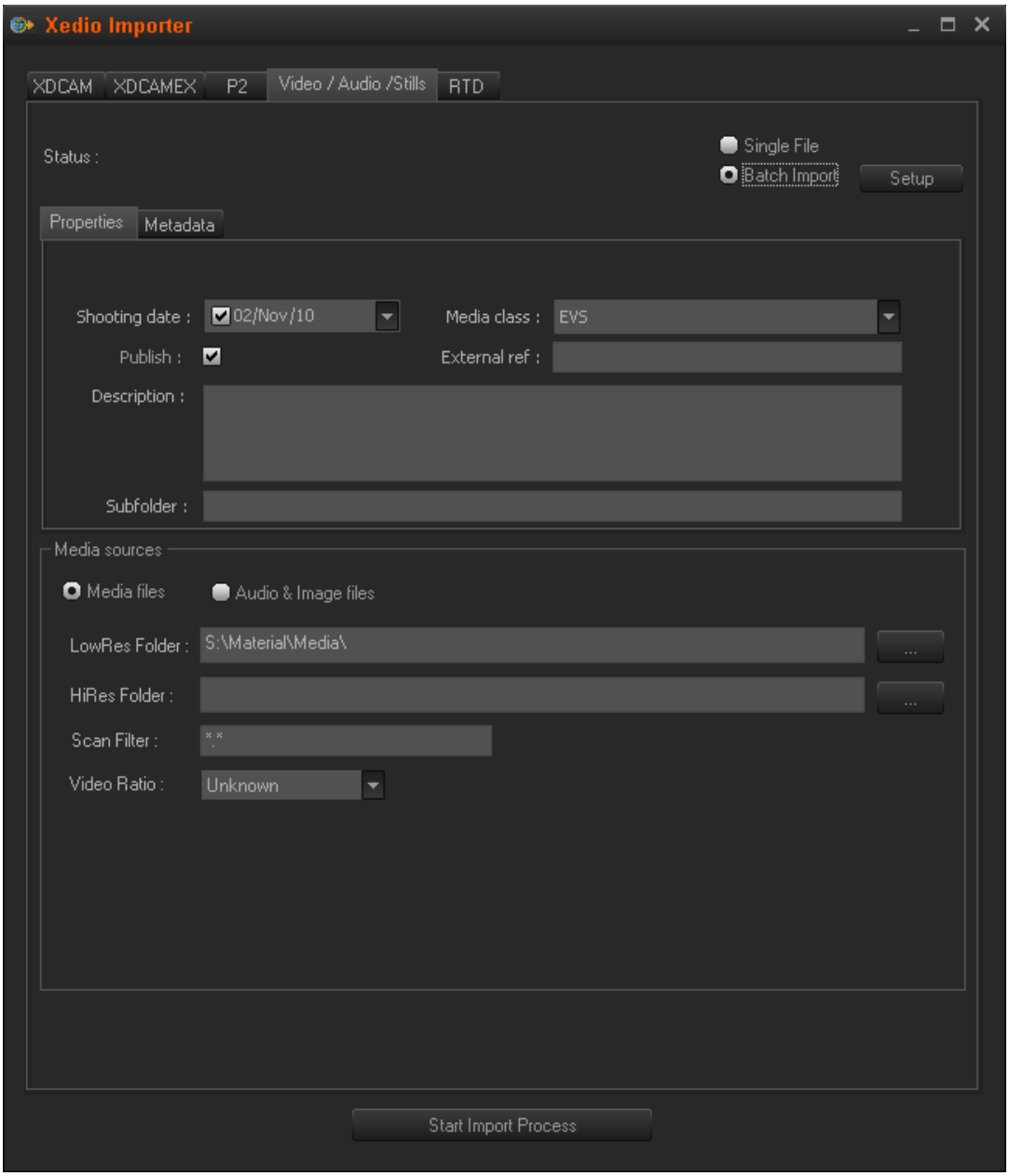
- The first one is a single file import that allows you to specify a label for the item.
- The second one, the "batch import", allows you to import the content of entire folders but uses the original file names as the name for the media (label).

In both cases, you can apply the general import process defined in the section 1.2.1 'General Import Process and Mandatory Fields', on page 3 to import the requested files.

SINGLE FILE IMPORT



BATCH IMPORT



3.3 SETUP

Before you start importing files, you need to specify the following parameters via the **Setup** button:

- The media server where the lo-res and hi-res files will be stored when they are imported.
- How the audio tracks in the source file will be assigned in the CleanEdit audio configuration. Up to 16 audio channels can be assigned.

New!

3.4 FIELDS IN THE VIDEO/AUDIO/STILLS TAB

The following table describes the common fields that will be used when you perform a single file import or batch import:

Field	Description
Properties sub-tab	
Shooting date (mandatory)	Date when the media was recorded by the camera. Default: current date
Media Class (mandatory)	Class categorizing the media as defined in Class Manager in Xedio Manager. Default: Undefined
Publish	Check box that allows you to see the imported media in the client workstations database lists.
External Ref.	External reference of the source support, for example a barcode identifying a tape of a VTR.
Description	Optional text to describe the media.
Sub-folder	Sub-folder to use (or create) on the storage server.
Setup	Button to access the parameters for the imported files.
Metadata sub-tab	
The metadata fields from the default metadata profile for media are displayed and can be filled in with the requested values.	

The following table describes the fields specific to the single file import:

Field	Description
Label (mandatory)	Name assigned to the files when they are imported to the Xedio database.
Low Bitrate fields	The Browse button allows the selection of the lo-res file.
High Bitrate fields	The Browse button allows the selection of the corresponding hi-res file.

Note

Both hi-res and lo-res files need to have a common range of timecode to be imported as a new media in the system.

The following table describes the fields specific to the batch import. They allow the definition of settings related to the source files:

Field	Description
LowRes folder	Folder where the source lo-res files are stored.
HiRes folder	Folder where the source hi-res files are stored.
Scan Filter	File format extension of the files to be imported. When the file extension is specified in this field, the application will scan for and import the files having this extension. It is recommended to use the scan filter in case of multi-file formats. For example, the scan filter will be *.mxf for OPAtom, and *.mov for QuickTime Ref.
Video Ratio	Video ratio of the source files, that is to say 4/3 or 16/9.

4. Importing Transition Effects (RTD)

4.1 INTRODUCTION

An RTD is a transition effect that can be used in Xedio CleanEdit between two video clips. RTDs are sequences of numbered files in TIFF format, designed with two keys. This tab makes it possible to convert a sequence of TIFF pictures into a transition effect file for CleanEdit. It is recommended to create RTDs not exceeding 1.5 seconds.

Important

Inside an edit, the total duration of all different RTDs used in a timeline CANNOT exceed 4 seconds! Note that the same RTD can be used as many times as you need inside a timeline as soon as the total duration constraint is met.

4.2 BACKGROUND INFORMATION ON TIFFS AND RTDS

4.2.1 TIFF FILES REQUIRED FOR AN RTD

Logo or stills with a key are supported under the TIFF and TGA file formats:

The Tiff files consist of three elements:

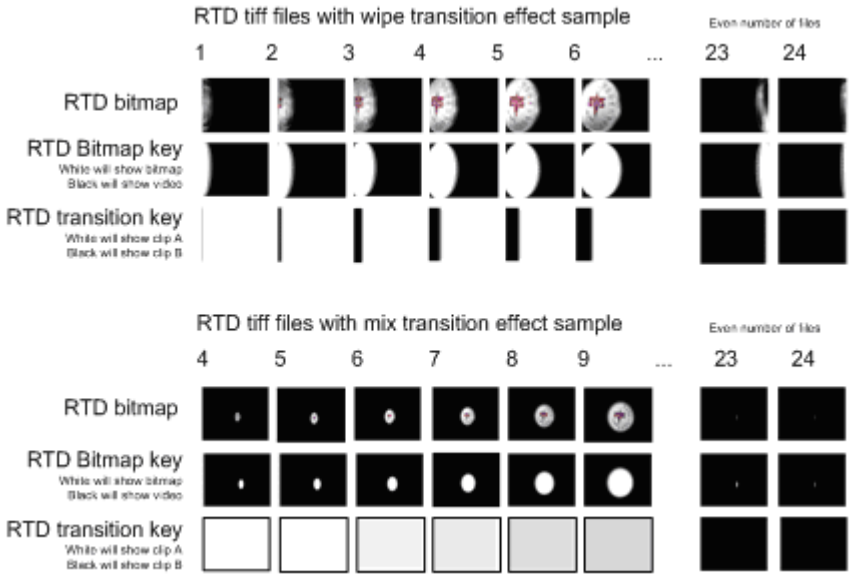
- the visible bitmap
- the bitmap key

  In the bitmap key, white represents an area of the picture which will remain visible and black represents an area of the picture which will be transparent.

- the transition key

  In the transition key, white represents the current picture and black represents the next picture.

  This is represented in the picture below:


RTD tiff files with wipe transition effect sample
Even number of files
1 2 3 4 5 6 ... 23 24
RTD bitmap
RTD Bitmap key
White will show bitmap
Black will show video
RTD transition key
White will show clip A
Black will show clip B
RTD tiff files with mix transition effect sample
Even number of files
4 5 6 7 8 9 ... 23 24
RTD bitmap
RTD Bitmap key
White will show bitmap
Black will show video
RTD transition key
White will show clip A
Black will show clip B

4.2.2 REQUIREMENTS FOR TIFF FILES

You need to have an even number of Tiff files for your RTD sequence.

The Tiff files used in an RTD sequence should be full size:

- in SD PAL: 720 x 576 pixels
- in SD NTSC: 720 x 480 pixels
- in HD: 1920 x 1080 pixels

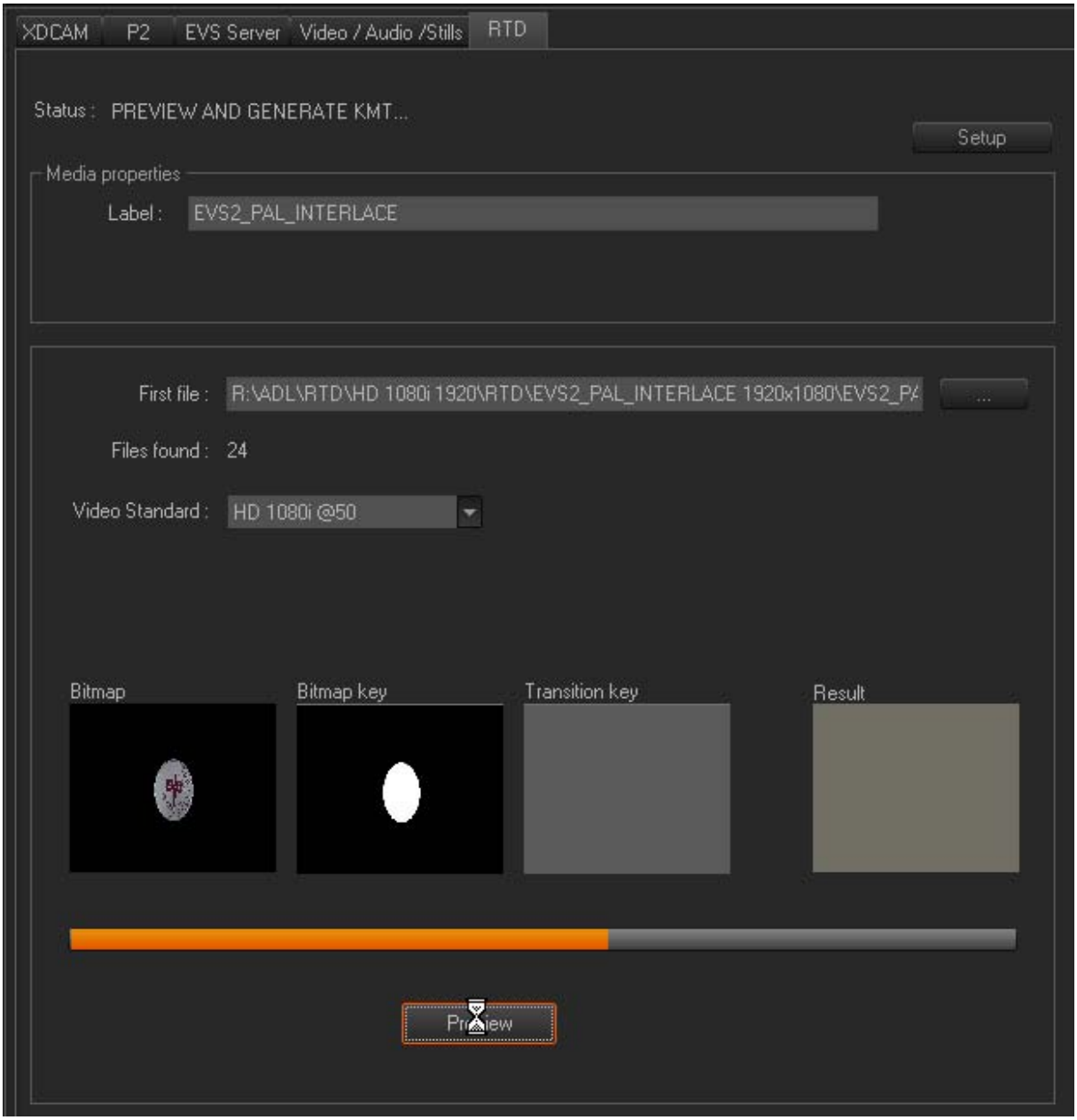
In PAL, the 768 pixel resolution is reduced to 720 in 4:3, and the 1024 pixel resolution to 720 in 16:9 to keep the aspect ratio.

The Tiff files should be done in RGB mode, 24 bits/pixels (8 bits/color), 2 keys.

4.3 SETUP

Before you start importing files, you need to specify, via the Setup button, the media server where the lo-res and hi-res files will be stored when they are imported.

4.4 FIELDS IN THE RTD TAB



To preview and import a RTD (Replay Transition Device) sequence, select the RTD tab, complete the following fields, then click on the **Start Import Process** button to copy the effect file on the storage server and add the effect in the database.

The following table describes the fields

Field	Description
Label (mandatory)	Name assigned to the files when they are imported to the Xedio database.
First File	The **Browse** button allows the selection of one file from the sequence to be imported.
Files found	Number of files found in the same folder as the selected first file. You need to have an even number of .tiff files to import for your RTD sequence.
Video Standard	Video standard to apply to create the transition: PAL SD, HD 1080i @50, NTSC drop SD, HD 1080i @59,94
Preview Button	Displays the corresponding pictures in the **Bitmap**, **Bitmap Key** and **Transition Key** fields and then converts the sequence to display it in the **Result** field.

5. Importing Files from EVS Servers

5.1 INTRODUCTION

5.1.1 DIRECT ACCESS TO THE EVS VIDEO SERVERS

The EVS Server tab makes it possible to have a direct visibility and access to the material on the EVS video servers (XT, XS or XL servers) via the Ethernet connection. The media you will import will be referenced in the Xedio Media server (but not physically imported) and its definition will be added to the Xedio database.

To be able to view the server content in the EVS Server tab, the servers need to be properly defined in the **Linx > EVS Video Server** tool in Xedio Manager.

5.1.2 ACCESSING VIDEO SERVER CLIPS VERSUS BACKUP FILES

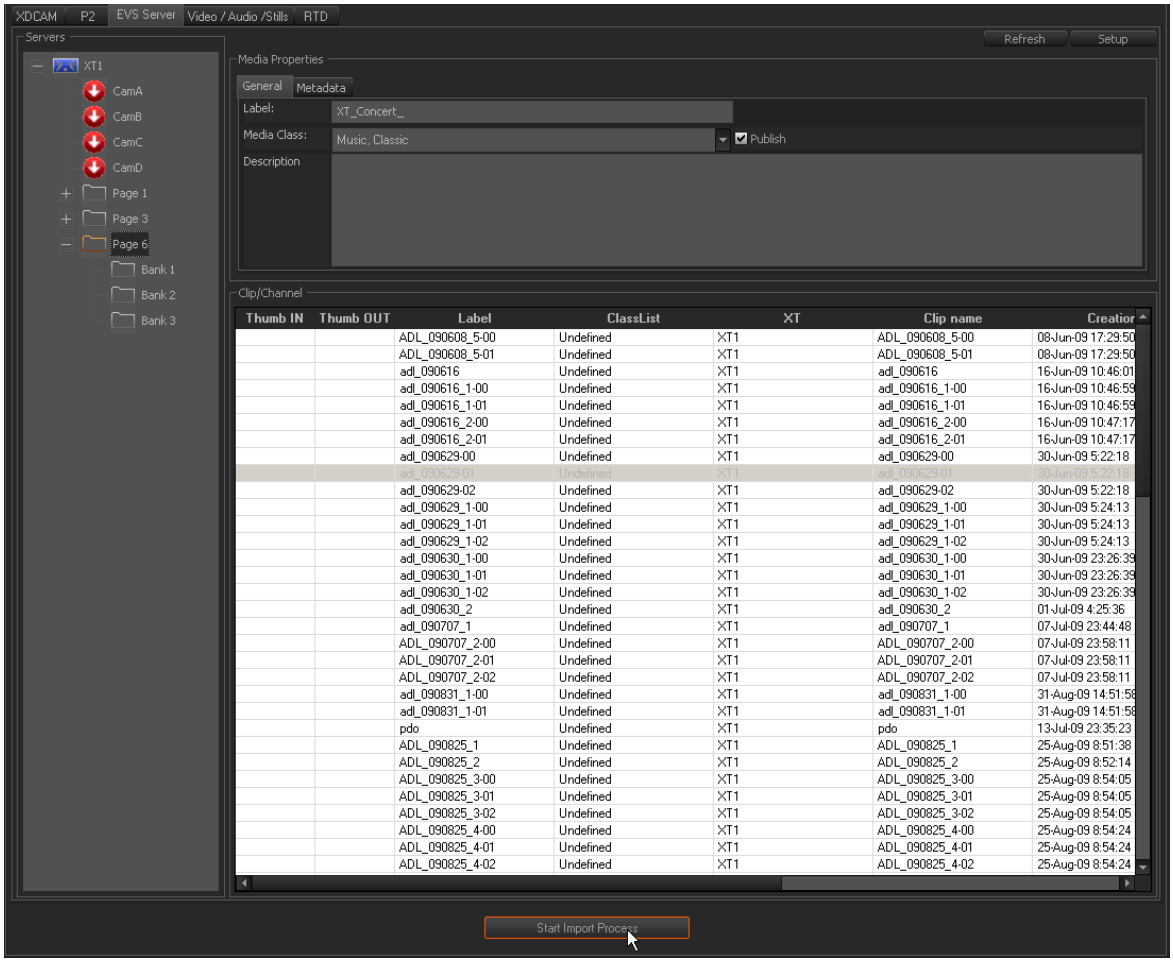
When you use the direct access functionality, you will access the media directly on the EVS video server, as long as it has not been backed up. If it has been backed up via XFile (automatic or manual backup) or IPDirector (Send to a CleanEdit target), CleanEdit will open the backup file, instead of the clip on the EVS video server.

Important

As clips are not protected from a manual deletion on the EVS video server, it is highly recommended to perform a backup in XFile or in IPDirector.

5.2 EVS SERVER TAB DESCRIPTION

5.2.1 OVERVIEW



The EVS Server tab contains four areas:

- Server Structure area
- Media Properties area
- Clip/Channel area
- Setup and Refresh buttons

5.2.2 SERVER STRUCTURE AREA

In this area, the servers defined in Xedio Manager are visible, and the following items are displayed:

- the recorder channels that can be defined on the given server (not only the active recorder channels).
- the pages and banks where clips are available.

5.2.3 MEDIA PROPERTIES AREA

In this area, you will specify relevant information to identify the media in Xedio CleanEdit:

Field	Description
General	
Label (mandatory)	Name assigned to the XT clips as they are defined in the Xedio database. If no label is specified in this field, the XT clip name will be used. This will be **Clip Name** in the XT Clips tab or **Name** in the Media Manager tab.
Media Class (mandatory)	Class categorizing the media as defined in Class Manager in Xedio Manager. Default: Undefined
Publish	Check box that allows you to see the imported media in the client workstations database lists.
Description	Optional text to describe the media.
Metadata	
The metadata fields included in the default metadata profile defined in Xedio Manager will be displayed. You can change the default value or assign a value to these fields.	

5.2.4 CLIP/CHANNEL AREA

In this area, you will view the clips corresponding to the selection in the Server Structure area. In other words:

If you have selected …	You will see
a recorder channel in the Server Structure area	The clips created on this recorder channel.
a page/bank in the Server Structure area	The clips stored on this page/bank.

5.2.5 SETUP

The **Setup** button makes it possible to specify the hi-res and lo-res media server where media or clips imported from the EVS servers will be referenced.

5.3 USING EVS SERVERS' RECORD TRAIN AND CLIPS IN XEDIO

5.3.1 HOW TO IMPORT CLIPS FROM AN EVS SERVER

Importing clips from an EVS Server into Xedio does not physically import the clip in the media server: it creates a virtual location on the media server, and stores the clip definition in the Xedio database. Consequently, the connection to the servers needs to be operational to be able to access the material itself.

It is possible to import all the clips created with a given camera, or stored on a given page or bank into CleanEdit, to make them available in the XT Clips and Edit Manager tabs.

To import clips from an EVS server, proceed as follows:

1. Select the requested camera, page or bank in the Server Structure area.

   All the clips created with the selected channel or stored on the selected page or bank are displayed in the Clip/Channel area.

2. Specify the Label field, that is to say the name of the media when it will be imported into Xedio CleanEdit. By default, the clip name will be taken over.

3. Ensure that the Publish check box is ticked to make the media available and visible to all users.

4. Click the Start Import Process button at the bottom of the window.

5.3.2 POSSIBLE ACTIONS IN CLEANEDIT

You have several possibilities to bring the EVS server material as media or clips into a project, using the EVS Server tab:

- Drag and drop a recorder channel from the Servers list in the EVS Server tab to the Media area of a project:

  This will make the corresponding record train available in the project as a media.

- Drag and drop a clip from the Clip/Channel area in the EVS Server tab to the Clips area of a project:

  This will make the corresponding clip available in the project as a clip.

- Import the clips created with the given camera or stored in the given page or bank. To do this, refer to the section above.

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